

ABSTRACT

In one embodiment, the invention relates to a gaming device having a housing including a plurality of walls defining an enclosure. A moveable game element is located in the display area and is moveable in at least a first and second manner. A controller is located in the housing and is in communication with the moveable game element. The controller determines a game outcome, which may be a winning or losing outcome. The controller preferably moves the moveable game element in a first manner during game play and in a second manner after the controller determines a threshold number of consecutive outcomes of the same type.